

12 New Metamagic Options for Sorcerers



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Metamagic Options

Ancestral Spell (Draconic Bloodline only)

By imbuing a spell with your ancient energy you are able to change the damage type of a spell. By expending 2 sorcery points you are able to change the type of damage a spell does to that of your draconic ancestor.

Co-operative Spell

By expending 2 sorcery points you are able to draw from the magical energy of allies. When casting a spell you are able to cast any spell you know using another allies spell slot. This can only be done if the ally is willing to allow their power to be used.

Double-Edged spell

When you cast a single target spell that does damage you may expend 2 sorcery points to do additional damage. The additional damage will equal the spells damage die up to your charisma modifier (You choose how much you want to add up to charisma modifier). For every die you add you do 1d4 damage to yourself. This metamagic option can be used after the roll to hit but not after damage has been rolled.

Focused spell

When casting a concentration spell you can expend sorcery points equal to the spells level to help maintain concentration. When this metamagic option is used you gain advantage on concentration checks for as long as that particular spell lasts. This cannot be paired with twinned spell.

Insured spell

By expending 3 sorcery points you are able to cast a spell above and beyond its limits. Creatures that have ability or a spell (such as counterspell), which can negate the casted spell, will be unable to do so. This does not apply to antimagic fields that are in place preventing the actual casting of the spell. For example by expending 3 sorcery points a sorcerer will be able to cast dimension door, without fear of being counterspelled.

Magnetic Spell

By expending 3 sorcery points you can make your spells attract magical energy. When a target is hit with a single target spell attack they retain some energy that attracts magical energy towards them. This means that spells from any creature will always target them until the end of your next turn. If it is an AoE spell such as fireball the centre point will be on them. If the spell requires an attack roll, it has advantage. If they are out of range for a spell the spell does not go to them.

Mirrored Spell

By using a reaction and expending sorcery points you are able to mirror another creatures spell. The sorcery points needed is dependent on the spell being mirrored, it will equal spell level. Once a spell is mirrored you are able to cast said spell without expending a spell slot however it has to be cast on your next turn. This works regardless of spell list. Once cast the ability to cast said spell is lost.

Reshaped Spell

You gain the inherent ability to physically shape spells that have an area of effect. By expending 1 sorcery points you are able to change the AoE to either a sphere, cone or straight line. The parameters for the new shape will be the same as the spell. For example a fireball with a 20ft radius will either change into a 20ft cone or a 20ft line.

Shielding Spell

When you cast a spell that does fire, cold, lightning, acid, poison, psychic, necrotic, radiant, thunder or force damage, you may expend 1 sorcery points to gain immunity for said damage type. This immunity will last until you are hit with the same type of damage or the end of the next long rest. You can only have one immunity in this way at a time. Once hit the immunity will disappear.

Split Spell

By using 1 sorcery point you are able to limit the casting of a single spell into two. When casting a spell requiring an attack roll you are able to do so twice. This means that you can make two separate rolls and target two individuals however the damage for each is halved. If the damage dice for a spell is odd, you choose one target to receive an extra die of damage.

Tearing Spell

When you cast an AoE spell you have the ability to split up the area of affect in half. For expending 3 sorcery points you are able to create two centre points within the range of the spell cast. From each centre point the spell will encompass half of the spell area. For example a fireball with a 20ft radius will have two centre points and at each centre point a 10ft radius sphere will erupt with the spell. When dealing with cones or lines you will have two cones or two lines moving in different directions from yourself, but the distance for each is half the original spell.

Wild Spell (Wild Sorcerers only)

You imbue your spell with chaotic energy when cast. By expending 3 sorcery points you can force yourself to roll on the wild surge table. If tides of chaos has been used this will replenish it.